



## VIRTUAL CHESS

**Y**ou probably didn't buy an N64 to play *Virtual Chess*, but, hey, there's no denying that it's a timeless strategy game, and if the opponent AI is clever enough it can make a brilliant video game. On PC, Titus' *Virtual Chess* has won two world championships, so there's no questioning the power of its algorithms, and for the N64 version the basic game has been tarted up with a 3D graphics mode, a variety of chess sets (including 'Viking Tribe vs Kingdom of the Knights'), and even 3D animations which play whenever a piece is captured. There's even a four-player mode so you can have two one-on-one games going simultaneously! And if you don't know one end of a pawn from the other, the game even gives you interactive chess lessons. If there's a chess sim that offers more we ain't seen it, so watch out for it, you crazy 'chess fiends'.



↑ Must learn chess. Arghhhh!



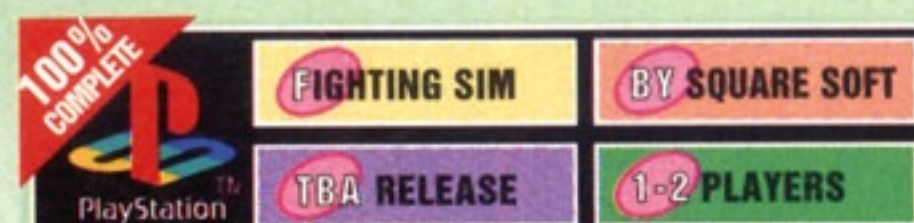
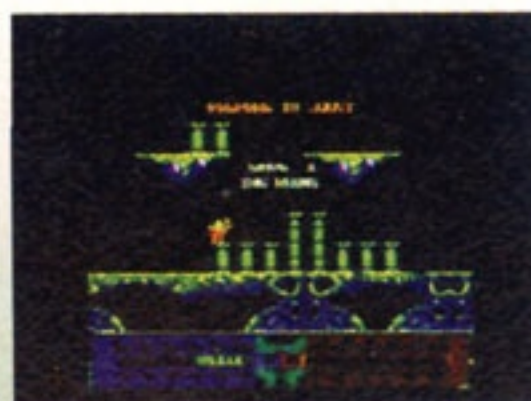
↑ Let's have a look at a replay of that lovely cross-board Bishop.



## MIDWAY ARCADE GREATEST HITS 2/ ATARI GREATEST HITS

**Y**ou crazy retro fans will go mad for these two. After success with its Williams compilation (containing *Defender*, *Robotron*, et al), GT are bringing out two new packs of classic arcade games from the early 80s, and unlike a lot of similar retro compilations, these two are both laden with memorable classics. The Midway pack contains seven games: *Spy Hunter*, *Burger Time*, *Moon Patrol*, *Joust 2*, *Rootbeer Tapper*, *Splat!*

and *Blaster* (don't remember those last two, but the others are awesome). The Atari pack is the one we're really looking forward to, though, seeing as it contains *Paperboy*, *Road Blasters*, *Gauntlet*, *Marble Madness*, *Crystal Castles* and *Millipede*. Every one a winner! As before, each game is original arcade code running on emulator software, so you can be assured of pixel-perfect conversions all round. Rejoice, o ye nostalgia fiends!



## BUSHIDO BLADE 2

**T**he first game has only been out in the UK for a few months and the sequel is already available in Japan.

The game is very similar to the first, but has a selection of new features such as the ability to use more than

one weapon at a time. The graphics are slightly improved and it's all been sped up a bit to make the fights a bit more action-packed. A UK release will probably depend on the success of the first game, and as yet hasn't been confirmed.



↑ Play as the ARP warden from *Dad's Army*!



↑ New-look POV Mode.



## TOMBA

**S**crolling platform games are really coming back into fashion on the PlayStation. Following hot on *Klonoa*'s furry heels comes *Tomba*, a sort of cave-guy (perhaps a distant cousin of Joe and Mack from the ancient *Caveman Ninjas*) who is on a

mission to... well, we haven't quite worked that one out yet. However, we do know it requires jumping on piggy guards and wrestling them into submission, smashing dino-bird eggs to retrieve chicks, as well as solving numerous bizarre problems and clambering, swinging and jumping over outlandish obstacles. Like *Klonoa*, the scenery scrolls left and right, but it's actually multi-layered so you can go into or out of the screen to explore hidden areas. The level also changes direction every now and then, and you get to see that the flat scenery is actually a three-dimensional playfield. Interesting, but it looks a bit more 'junior gamer' than even *Klonoa*. Still, we won't hold that against it in the forthcoming review.



## THE GOLF PRO

**G**olf games have come a long way since you had to type in angles and percentages to set the direction and strength of your shot. EA's *PGA Tour Golf* was the turning point, with its timing-dependent shot control that became the standard for just about every golf game since. Except this one. *The Golf Pro* uses an all-new stroke system that lets you control your backswing and drive by moving the mouse almost as you would move a golf club. Slide

the mouse to the right to set the backswing, then bring it left to drive the ball up the fairway. Golfing spods that we are, we had a bit of trouble getting the 'swing' of it (hur-hur!), but Empire claims that, once mastered, the technique can actually help improve a real-life golfer's technique by helping them perfect their rhythm. If you get completely stuck, Champ-of-Yesteryear Gary Player is on hand to provide digitised lessons. As you can see from the pics, the graphics are quite lush, but then the game is set in two of the world's most famous courses, We were getting a bit blasé about golf games, but the unusual control means we'll be taking a further interest in this one in a future issue.

